

# Demetri Terzopoulos

## List of Publications by Year in descending order

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Version: 2024-02-01

95  
papers

26,277  
citations

136950

32  
h-index

114465

63  
g-index

101  
all docs

101  
docs citations

101  
times ranked

12250  
citing authors

#	ARTICLE	IF	CITATIONS
1	Guest Editorial Annotation-Efficient Deep Learning: The Holy Grail of Medical Imaging. IEEE Transactions on Medical Imaging, 2021, 40, 2526-2533.	8.9	10
2	Image Segmentation Using Deep Learning: A Survey. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1.	13.9	1,071
3	Door and Doorway Etiquette for Virtual Humans. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1502-1517.	4.4	9
4	Fast and automatic segmentation of pulmonary lobes from chest CT using a progressive dense V-network. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2020, 8, 509-518.	1.9	13
5	Artificial intelligence-enabled screening for diabetic retinopathy: a real-world, multicenter and prospective study. BMJ Open Diabetes Research and Care, 2020, 8, e001596.	2.8	56
6	Multi-adversarial Variational Autoencoder Networks. , 2019, , .		6
7	Fast and Scalable Position-Based Layout Synthesis. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3231-3243.	4.4	14
8	Position-based real-time simulation of large crowds. Computers and Graphics, 2019, 78, 12-22.	2.5	19
9	Learning Biomimetic Perception for Human Sensorimotor Control. , 2018, , .		1
10	Configurable 3D Scene Synthesis and 2D Image Rendering with Per-pixel Ground Truth Using Stochastic Grammars. International Journal of Computer Vision, 2018, 126, 920-941.	15.6	50
11	Visualization of vascular injuries in extremity trauma. Medical and Biological Engineering and Computing, 2017, 55, 1709-1718.	2.8	2
12	Position-based multi-agent dynamics for real-time crowd simulation. , 2017, , .		7
13	Inferring Forces and Learning Human Utilities from Videos. , 2016, , .		49
14	Automated pericardial fat quantification from coronary magnetic resonance angiography: feasibility study. Journal of Medical Imaging, 2016, 3, 014002.	1.5	7
15	The Clutterpalette: An Interactive Tool for Detailing Indoor Scenes. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1138-1148.	4.4	34
16	Automated Model-Based Left Ventricle Segmentation in Cardiac MR Images. Lecture Notes in Computer Science, 2016, , 3-12.	1.3	0
17	Automated pericardium delineation and epicardial fat volume quantification from noncontrast CT. Medical Physics, 2015, 42, 5015-5026.	3.0	32
18	A Unified Statistical/Deterministic Deformable Model for LV Segmentation in Cardiac MRI. Lecture Notes in Computer Science, 2014, , 180-187.	1.3	3

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19	Patient-Specific Interactive Simulation of Compression Ultrasonography. , 2014, , .		1
20	Virtual Vision for Camera Networks Research. Academic Press Library in Signal Processing, 2014, 4, 609-625.	0.8	0
21	Skull-stripping with machine learning deformable organisms. Journal of Neuroscience Methods, 2014, 236, 114-124.	2.5	7
22	DressUp!. ACM Transactions on Graphics, 2012, 31, 1-14.	7.2	31
23	Make it home. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	205
24	Skull-stripping with deformable organisms. , 2011, , 1662-1665.		2
25	Proactive PTZ Camera Control. , 2011, , 273-287.		6
26	Deformable and Functional Models. Computational Methods in Applied Sciences (Springer), 2011, , 125-143.	0.3	2
27	Learning Arm Motion Strategies for Balance Recovery of Humanoid Robots. , 2010, , .		8
28	Simulating Humans and Lower Animals. Lecture Notes in Computer Science, 2010, , 1-10.	1.3	1
29	The simulation of humans and lower animals. , 2009, , .		0
30	Planning ahead for PTZ camera assignment and handoff. , 2009, , .		39
31	Virtual Vision: Simulating Camera Networks in Virtual Reality for Surveillance System Design and Evaluation. , 2009, , .		0
32	Intelligent perception and control for space robotics. Machine Vision and Applications, 2008, 19, 141-161.	2.7	11
33	Smart Camera Networks in Virtual Reality. Proceedings of the IEEE, 2008, 96, 1640-1656.	21.3	44
34	Multi-camera Control through Constraint Satisfaction for Persistent Surveillance. , 2008, , .		18
35	Smart Camera Networks in Virtual Reality. , 2007, , .		13
36	Surveillance in Virtual Reality: System Design and Multi-Camera Control. , 2007, , .		51

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37	Autonomous pedestrians. <i>Graphical Models</i> , 2007, 69, 246-274.	2.4	191
38	United Snakes. <i>Medical Image Analysis</i> , 2006, 10, 215-233.	11.6	101
39	Surveillance camera scheduling: a virtual vision approach. <i>Multimedia Systems</i> , 2006, 12, 269-283.	4.7	64
40	Fast GPU computation of the mass properties of a general shape and its application to buoyancy simulation. <i>Visual Computer</i> , 2006, 22, 856-864.	3.5	8
41	Populating Reconstructed Archaeological Sites with Autonomous Virtual Humans. <i>Lecture Notes in Computer Science</i> , 2006, , 420-433.	1.3	10
42	Autonomous pedestrians. , 2005, , .		228
43	Surveillance camera scheduling. , 2005, , .		20
44	The Cognitive Controller: A Hybrid, Deliberative/Reactive Control Architecture for Autonomous Robots. <i>Lecture Notes in Computer Science</i> , 2004, , 1102-1111.	1.3	11
45	Perceptive agents and systems in virtual reality. , 2003, , .		19
46	Local Physical Models for Interactive Character Animation. <i>Computer Graphics Forum</i> , 2002, 21, 337-346.	3.0	22
47	Deformable organisms for automatic medical image analysis. <i>Medical Image Analysis</i> , 2002, 6, 251-266.	11.6	53
48	A non-self-intersecting adaptive deformable surface for complex boundary extraction from volumetric images. <i>Computers and Graphics</i> , 2001, 25, 421-440.	2.5	43
49	The virtual stuntman: dynamic characters with a repertoire of autonomous motor skills. <i>Computers and Graphics</i> , 2001, 25, 933-953.	2.5	55
50	Composable controllers for physics-based character animation. , 2001, , .		228
51	Deformable Organisms for Automatic Medical Image Analysis. <i>Lecture Notes in Computer Science</i> , 2001, , 66-76.	1.3	26
52	T-snakes: Topology adaptive snakes. <i>Medical Image Analysis</i> , 2000, 4, 73-91.	11.6	354
53	Deformable Models. , 2000, , 127-145.		11
54	Artificial life for computer graphics. <i>Communications of the ACM</i> , 1999, 42, 32-42.	4.5	75

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55	Synthetic motion capture: Implementing an interactive virtual marine world. Visual Computer, 1999, 15, 377-394.	3.5	5
56	Cognitive modeling. , 1999, , .		263
57	Interactive Medical Image Segmentation with United Snakes. Lecture Notes in Computer Science, 1999, , 116-127.	1.3	15
58	Visual modeling for computer animation. Computer Graphics, 1999, 33, 42-45.	0.1	13
59	Triangular NURBS and their dynamic generalizations. Computer Aided Geometric Design, 1997, 14, 325-347.	1.2	34
60	Deformable models in medical image analysis: a survey. Medical Image Analysis, 1996, 1, 91-108.	11.6	1,560
61	Dynamic NURBS swung surfaces for physics-based shape design. CAD Computer Aided Design, 1995, 27, 111-127.	2.7	35
62	A dynamic finite element surface model for segmentation and tracking in multidimensional medical images with application to cardiac 4D image analysis. Computerized Medical Imaging and Graphics, 1995, 19, 69-83.	5.8	303
63	Realistic modeling for facial animation. , 1995, , .		559
64	Automated learning of muscle-actuated locomotion through control abstraction. , 1995, , .		111
65	Medical Image Segmentation Using Topologically Adaptable Snakes. Lecture Notes in Computer Science, 1995, , 92-101.	1.3	52
66	GENERAL-PURPOSE SOFT TISSUE SEGMENTATION FROM MEDICAL IMAGES. , 1995, , 293-304.		0
67	Dynamic NURBS with geometric constraints for interactive sculpting. ACM Transactions on Graphics, 1994, 13, 103-136.	7.2	199
68	Artificial Fishes: Autonomous Locomotion, Perception, Behavior, and Learning in a Simulated Physical World. Artificial Life, 1994, 1, 327-351.	1.3	193
69	Artificial fishes. , 1994, , .		425
70	Perceptual Modeling for the Behavioral Animation of Fishes. , 1994, , .		11
71	Physically-Based Fusion of Visual Data over Space, Time, and Scale. , 1993, , 63-69.		4
72	Dynamic deformation of solid primitives with constraints. Computer Graphics, 1992, 26, 309-312.	0.1	80

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73	<title>Adaptive surface reconstruction</title>. , 1991, 1383, 257.		10
74	Physically based and probabilistic models for computer vision. , 1991, 1570, 140.		22
75	Heating and melting deformable models. Computer Animation and Virtual Worlds, 1991, 2, 68-73.	0.9	30
76	Modelling and animating faces using scanned data. Computer Animation and Virtual Worlds, 1991, 2, 123-128.	0.9	84
77	Techniques for Realistic Facial Modeling and Animation. , 1991, , 59-74.		38
78	Visual Modeling. , 1991, , 9-12.		0
79	On Deformable Models. Mathematical Sciences Research Institute Publications, 1991, , 181-192.	0.3	0
80	Physically based facial modelling, analysis, and animation. Computer Animation and Virtual Worlds, 1990, 1, 73-80.	0.9	409
81	Constraints on deformable models:Recovering 3D shape and nonrigid motion. Artificial Intelligence, 1988, 36, 91-123.	5.8	636
82	Deformable models. Visual Computer, 1988, 4, 306-331.	3.5	453
83	Symmetry-seeking models and 3D object reconstruction. International Journal of Computer Vision, 1988, 1, 211-221.	15.6	220
84	Snakes: Active contour models. International Journal of Computer Vision, 1988, 1, 321-331.	15.6	13,615
85	Modeling inelastic deformation. Computer Graphics, 1988, 22, 269-278.	0.1	335
86	Modeling inelastic deformation. , 1988, , .		121
87	Shape, Depth, And Nonrigid Motion From Profiles. Proceedings of SPIE, 1988, , .	0.8	0
88	Elastically deformable models. , 1987, , .		746
89	Stereo Matching As Constrained Optimization Using Scale Continuation Methods. Proceedings of SPIE, 1987, , .	0.8	13
90	Elastically deformable models. Computer Graphics, 1987, 21, 205-214.	0.1	974

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91	Signal matching through scale space. International Journal of Computer Vision, 1987, 1, 133-144.	15.6	206
92	Regularization of Inverse Visual Problems Involving Discontinuities. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1986, PAMI-8, 413-424.	13.9	642
93	Multilevel computational processes for visual surface reconstruction. Computer Vision, Graphics, and Image Processing, 1983, 24, 52-96.	1.0	278
94	Detection of osteogenesis imperfecta by automated texture analysis. Computer Graphics and Image Processing, 1982, 20, 229-243.	0.8	7
95	Finding structure in Co-occurrence matrices for texture analysis. Computer Graphics and Image Processing, 1980, 12, 286-308.	0.8	174